Nintendo®

GAME BOY®

DMG-LW-USA

# WWF SUPERSTARS

INSTRUCTION BOOKLET

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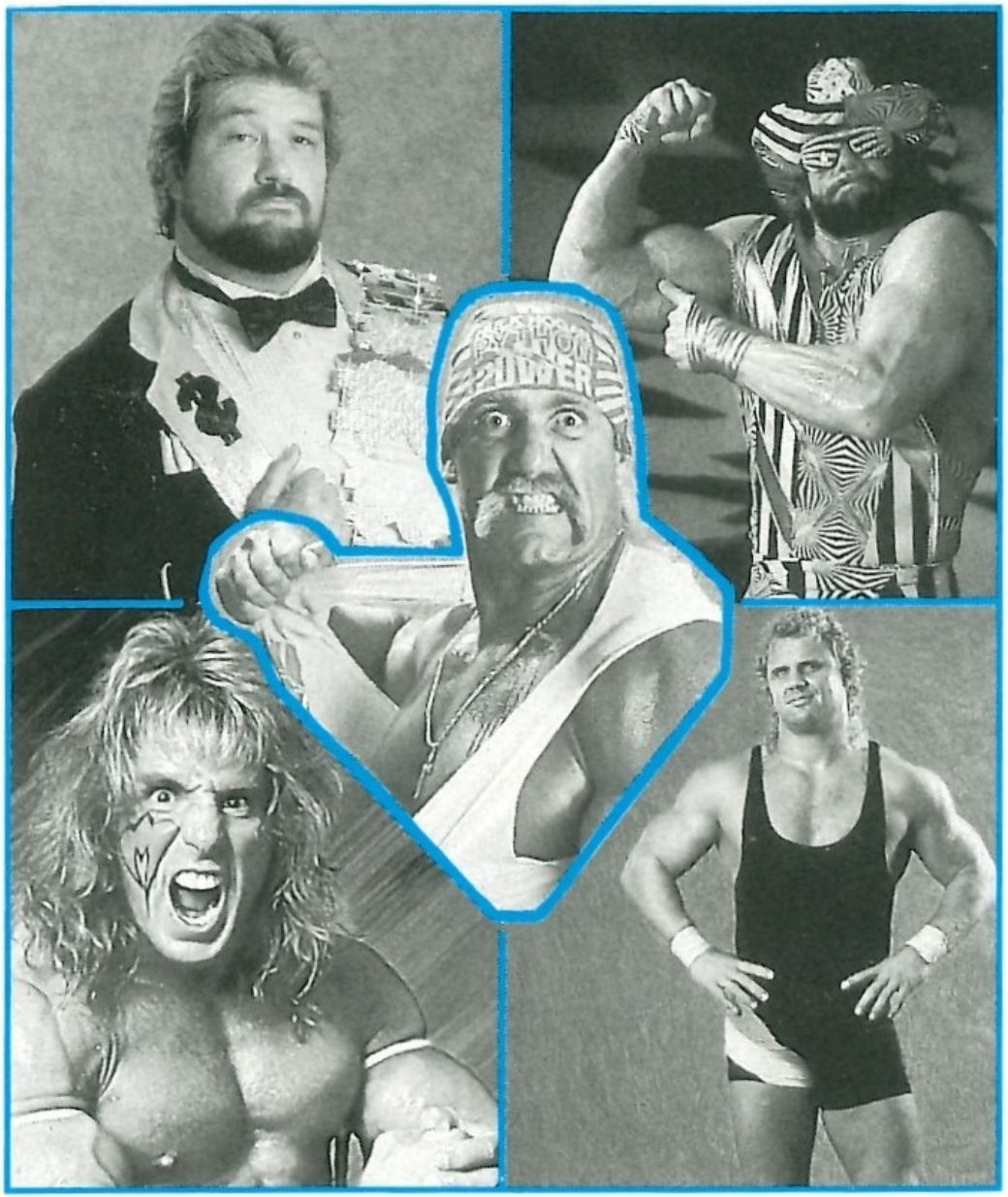


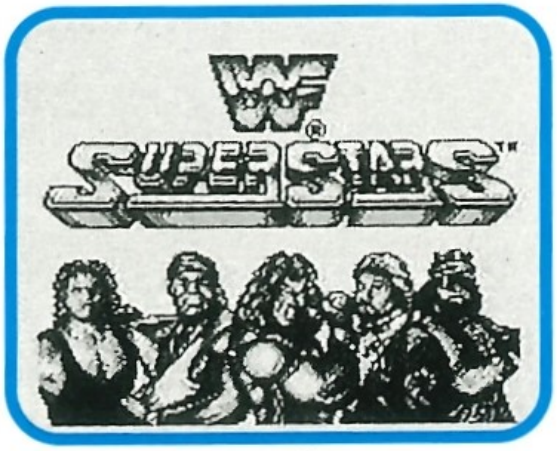
# CONTENTS

WELCOME TO THE WWF ..... 3
MATCH PREPARATION ..... 4
GETTING INTO THE RING ..... 5
TWO-PLAYER PREPARATION ..... 7
A LOOK AT THE ARENA ..... 8
BASIC MOVES AND MANEUVERS ..... 8
THE GOING GETS TOUGH ..... 10
GETTING OUT OF TROUBLE ..... 12
THE ACTION SPILLS OUT OF THE RING ..... 13
AERIAL MANEUVERS ..... 15
SPECIAL RING STRATEGIES ..... 16
WWF SUPERSTARS PROFILED ..... 17

# WELCOME TO THE WWF

The World Wrestling Federation is a very special place where the world's strongest and most competitive athletes gather to test themselves in the grueling one-on-one arena of the squared circle.

To succeed in the WWF, you need to have unique abilities.




You need the self-assurance that comes from being known as Mr. Perfect. . .the wealth of skill and determination that is displayed by Million Dollar Man Ted DiBiase. . .the strength and agility of Macho King Randy Savage. . .the raw power and sheer energy of Ultimate Warrior. . .and the unequaled fan support and championship experience of Hulk Hogan.

You need to be quick-thinking and fast-moving in

order to keep one step ahead of your opponent. You need to keep a cool head when the action spills out of the ring. And after you've battled to the very limits of your abilities, you need to have the guts to move in and go for the pin — no matter what the risks!

When you join the ranks of the WWF superstars, you find yourself surrounded by the elite athletes in the sporting world.

Prepare yourself for WWF wrestling excitement. . .as you've never experienced it before!

# MATCH PREPARATION

1. Make sure the Nintendo® GAME BOY® power switch is OFF.
2. Insert the **WWF SUPERSTARS**™ cartridge as described in your GAME BOY
3. instruction manual. Turn the power switch ON.

   When you see the lineup of WWF superstars on the screen, press the START BUTTON.

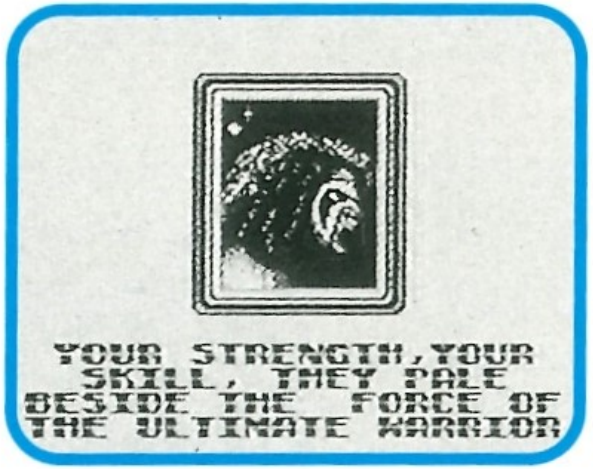
# GETTING INTO THE RING

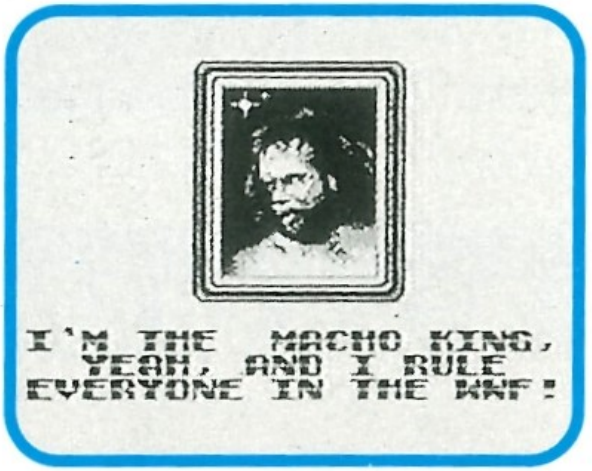
After you've pressed the START BUTTON, you'll see Mr. Perfect. Use the A or B BUTTON to see the other WWF wrestlers and hear their ring music. When you decide which wrestler you want to be, press the START BUTTON.

You will then be asked to set up the conditions for your bout. You may choose 1 or 3 falls and a time limit of 5 minutes, 10 minutes or no limit at all. After all the selections have been made, you and your rival

engage in a pre-match war of words. (If you want to get right to the ring action, press the START BUTTON).

WWF Superstars features tournament-style game play. Once you've selected your wrestler, the computer automatically selects your opponent for you. Your first match will always be against Mr. Perfect (unless you choose him as your wrestler; then your opponent will be Million Dollar Man Ted DiBiase). Each time you register a victory, you move on to another challenger.



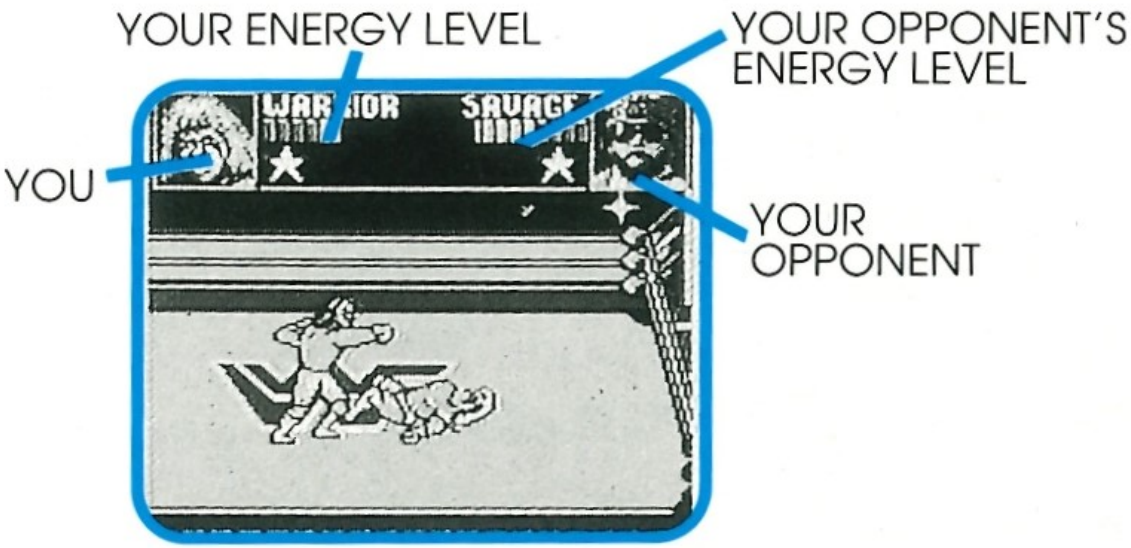
# TWO-PLAYER PREPARATION

To enjoy two-player head-to-head action, connect two Game Boy units together with the Game Link. Insert a WWF Superstars cartridge into each unit and turn on both power switches. When the WWF title screen is visible, either player can press START. This automatically puts you into the two-player mode.

Note: There is no tournament play in the two-player mode. Instead, each player selects a WWF superstar for the head-to-head action.

# A LOOK AT THE ARENA

Here's a closeup of the ring where your WWF superstars will battle:




# BASIC MOVES AND MANEUVERS

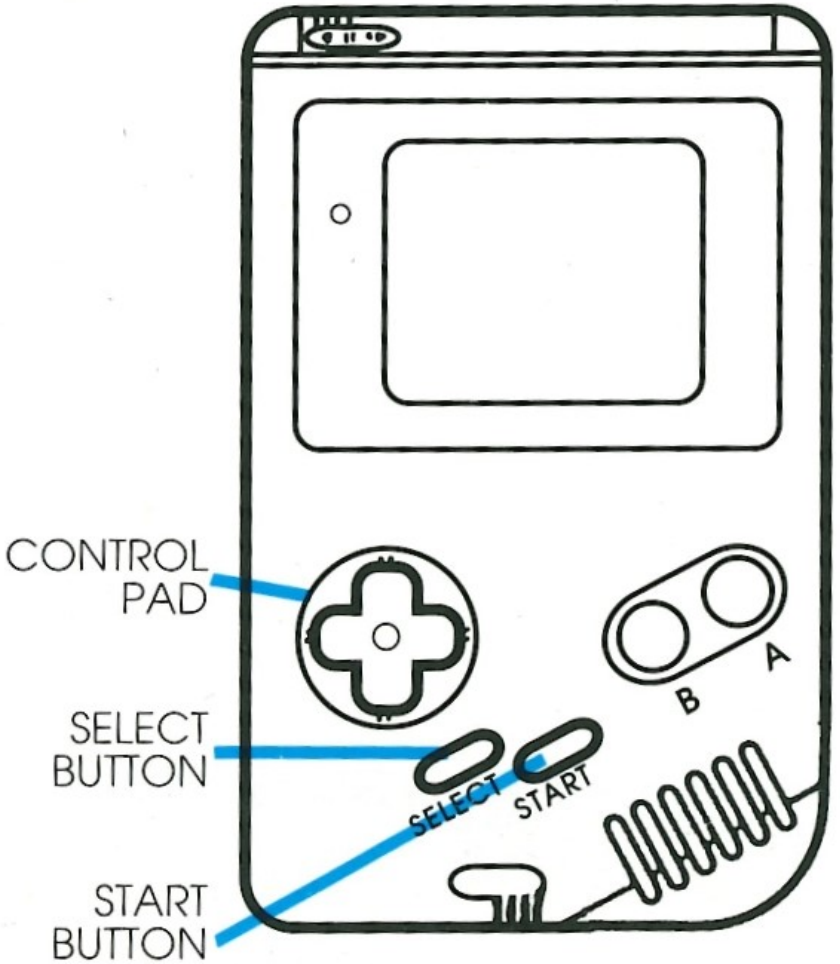
**To move around the ring,** use the UP/DOWN CONTROL PAD ARROWS to move toward the back or front of

the ring and the LEFT/RIGHT CONTROL PAD ARROWS to move to the left or right of the ring.

A quick double-press of the LEFT or RIGHT CONTROL PAD ARROW makes your wrestler run in that direction. Your wrestler will continue to run back and forth across the ring until you:

- Use a dropkick (press the A BUTTON)
- Clothesline your opponent (press the B BUTTON)
- Press the LEFT/RIGHT CONTROL PAD ARROW to return to walking mode

## THE CONTROLLER



**To punch, grab and slam,** you need to be in walking mode. Press the B BUTTON to grab and bodyslam your opponent if he's just within reach. Pressing the A BUTTON four times will cause your man to deliver three punches and then a special power maneuver unique to that wrestler. (To find out each wrestler's power maneuver, refer to the profiles of the WWF superstars on pages 17-21.)

**To take a break from the action,** press the START BUTTON. The game will pause until you press the START BUTTON a second time to resume the match.

# THE GOING GETS TOUGH

You know the basics of getting around the ring. Now it's time to step up your attack.

**Once you have your opponent's back to the mat** after a dropkick, clothesline or

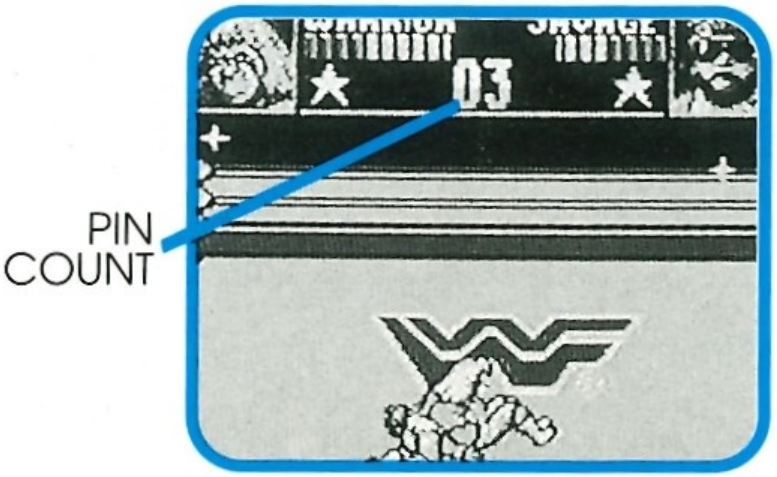
bodyslam, follow up by pressing the A BUTTON. Your wrestler will then deliver a powerful elbow smash (unless you're wrestling as Macho King Randy Savage, in which case he'll follow up with a kneedrop).

**If your opponent is getting up off the mat,** hit the A BUTTON **four** times while he's in the kneeling position. Your man will deliver three punches followed by his power move.

**To headlock your opponent,** press the B BUTTON while he's in the kneeling position. Once you have your foe in a headlock, you have three options open to you:

- Punch him (press the A BUTTON)
- Suplex him (press the LEFT CONTROL PAD ARROW)
- Piledrive him (press the RIGHT CONTROL PAD ARROW)

**To pin your opponent,** press the B BUTTON when he is lying on his back. If you press the A BUTTON while pinning your foe, you'll get back up again.



# GETTING OUT OF TROUBLE

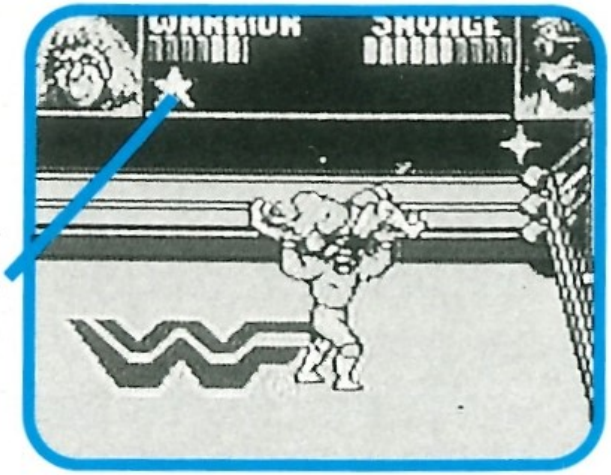
Your opponent has you beaten. . .almost! Don't worry, there's plenty you can do to fight back!

**When you're lying on the mat** after being slammed, suplexed or piledriven, press the UP/DOWN CONTROL PAD ARROWS to roll away from your opponent and avoid any further punishment. As you're getting up off the mat, press the A BUTTON while in the kneeling position; you'll grab your opponent's legs and pull them out from under him!

**When you're in a headlock,** press the A and B BUTTONS alternately as fast as you can. If you have enough strength (check your power meter), you'll be able to break free.

**If you find yourself being pinned,** press the A and B BUTTONS as fast as you can. If you have enough strength left, you'll be able to kick out of the pin.

**You can throw your opponent out of the ring** by pressing the SELECT BUTTON. But this special power throw can only be used once per match, and is indicated by a ★ on your screen. (If you press the SELECT BUTTON when the action is taking place out of the ring (see next section), you will throw your opponent into the arena wall).




## THE ACTION SPILLS OUT OF THE RING

Your opponent has thrown you out of the ring. . . or you've just thrown him to the arena floor. What happens next?

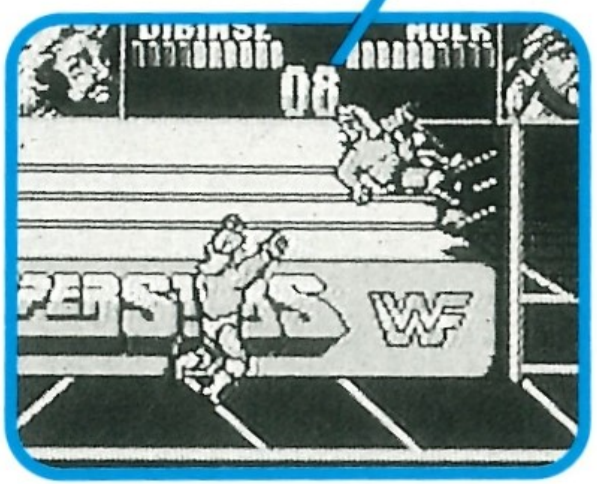
**To leave the ring,** press the A BUTTON while in running mode; your dropkick near

the ropes will carry you out of the ring to the arena floor.

If a wrestler is out of the ring for a count of 10, he will be disqualified and the match is over.

**To climb back into the ring,** press the UP CONTROL PAD ARROW until your man is directly next to the ropes — then press it a second time and he'll return to the ring. At this point, if you press the DOWN CONTROL PAD ARROW, your man will leave the ring again. If you press the UP CONTROL PAD ARROW after both men have returned to the ring, the screen will return to the normal view of the ring.

DISQUALIFICATION COUNT



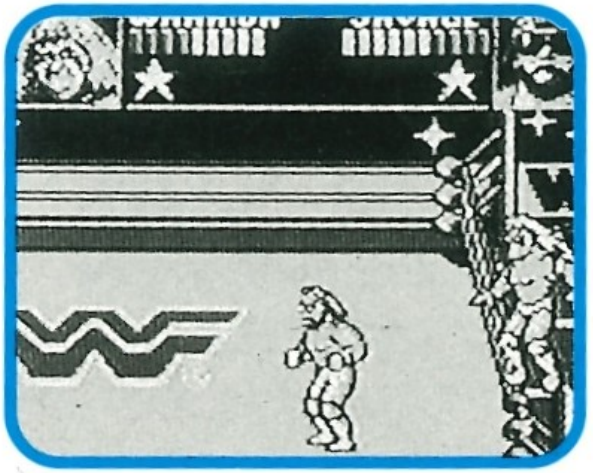
# AERIAL MANEUVERS

Want to really confound your opponent by launching an aerial attack? Here's how:

**To climb to the top turnbuckle** of any ringpost, move yourself into the desired corner and press the CONTROL PAD ARROW that corresponds to that particular corner of the ring (i.e. the LEFT or DOWN CONTROL PAD ARROWS for the bottom left ringpost, the LEFT or UP CONTROL PAD ARROWS for the upper left ringpost,etc.).

**To climb back down** from the turnbuckle, press either of the two CONTROL PAD ARROWS that do not correspond to that particular corner of the ring.

**To jump toward your opponent,** press the A BUTTON.



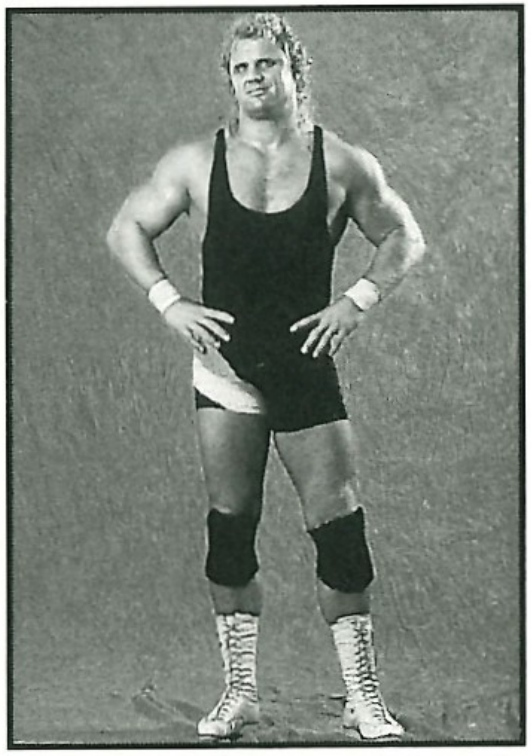
# SPECIAL RING STRATEGIES

- Save your special power throw until you really need it; you can only throw your opponent out of the ring once in each bout.

- String your moves together. After delivering three punches and a power move, follow up with yet another power move. . .or even an aerial attack from the corner!

- Be careful not to get counted out. The match may rage on the arena floor, but the clock is ticking. Watch the 10-count closely!

# WWF SUPERSTARS PROFILED



**MR. PERFECT ™**

6'0", 257 lbs.

**Power move:** kneelift

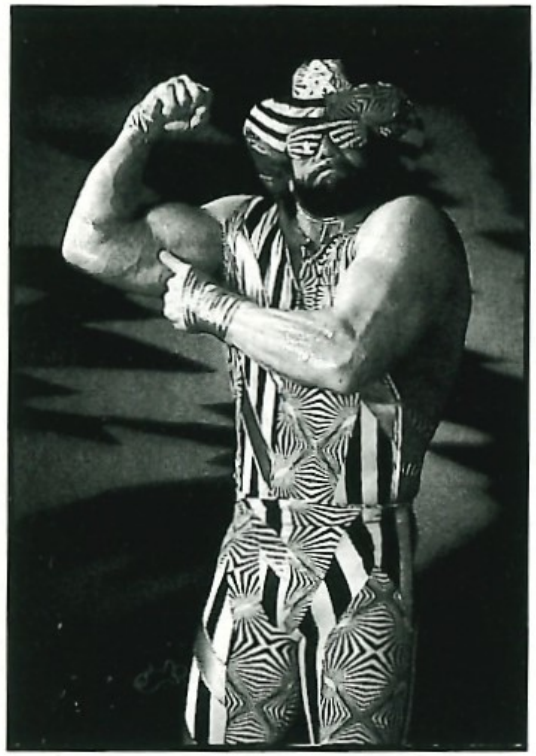
There is no man in the wrestling world as arrogant as Mr. Perfect. He claims he can bowl a 300 game, par the most difficult golf course or beat any man in the WWF with ease. In addition to a powerful kneelift, Mr. Perfect's repertoire includes the devastating "perfect-plex" suplex. Few who have felt its force have escaped the pin that inevitably follows!

**MILLION DOLLAR MAN**
**TED DIBIASE™**

6'3", 260 lbs.

**Power move:** kick to shins

Money can't buy happiness, but don't tell that to Ted DiBiase! The Million Dollar Man has used his wealth to purchase the diamond-studded Million Dollar Belt he wears into the ring. He has been known to try and bribe wrestlers and referees, but honorable men laugh in his face. DiBiase himself would be a laugh if he didn't have the skills needed to back up his boasts.



**MACHO KING RANDY SAVAGE™**

6'2", 245 lbs.

**Power move:** bionic elbow

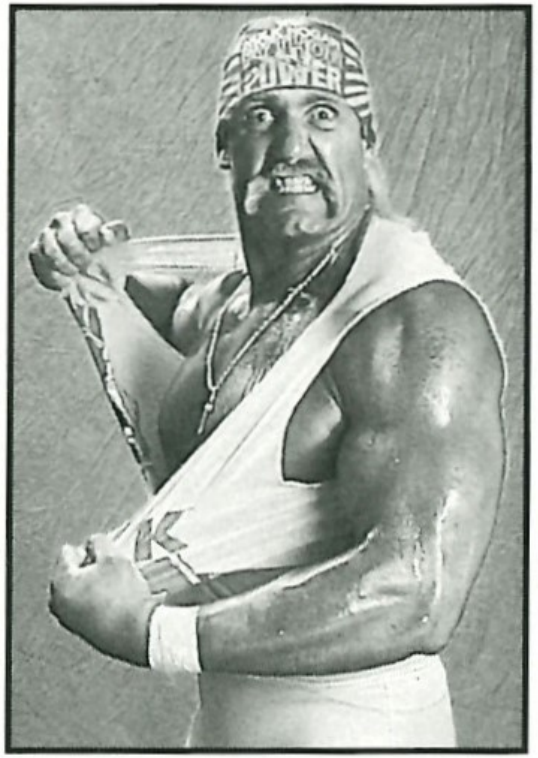
Call him the Macho King. The competitor to be feared is Macho King Randy Savage. He combines massive strength with remarkable aerial agility in a style that is as formidable as that of any superstar in the WWF today. Plus, he possesses a rugged determination that ensures he'll never take a backward step from any opponent. Consider him extremely dangerous!

**ULTIMATE WARRIOR™**

6'2", 275 lbs.

**Power move:** headbutt

With his unique face paint, his wild flowing hair, and his massively muscled physique, Ultimate Warrior is an awesomely imposing competitor. Indeed, he is power personified, made even more dangerous by his lightning speed. Is Ultimate Warrior the ultimate wrestler? Just ask the long trail of beaten men he's left in his wake on the way to the top of the WWF!



**HULK HOGAN™**

6'8", 303 lbs.

**Power move:** uppercut

A wrestler like the Hulkster comes around only once in a lifetime. Buoyed by the support of his millions of Hulkamaniacs, Hogan has compiled a record of ring success second to none. His massive biceps (which he calls his "24-inch pythons") lend stunning authority to every maneuver he delivers, particularly his powerful clothesline. As Hogan stacks victory upon victory, there's no denying that Hulkamania is running wild!

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# WWF WRESTLEMANIA® CHALLENGE

## GET READY FOR INCREDIBLE WWF WRESTLING ACTION – IN AND OUT OF THE RING!

- Singles and tag team matches
- 3–on–3 Survivor Series® mode
- 1 & 2 player head-to-head action

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